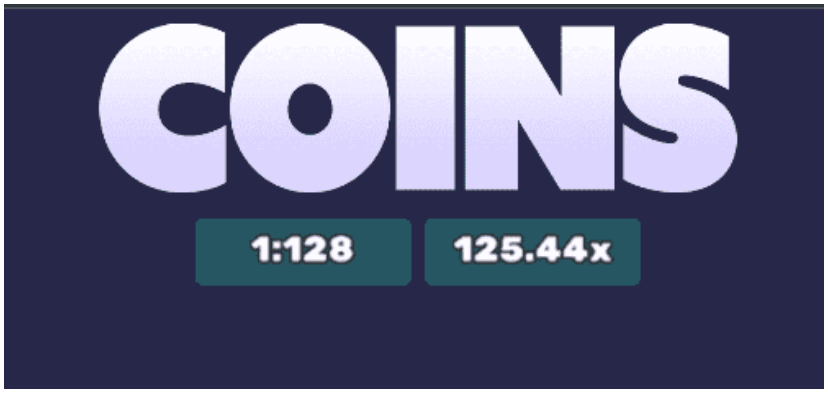
GAME INFO - COINS
COINS is a game of chance where the objective is to land coins heads up.

Before placing the bet, you can configure the game by choosing how many coins you want. A higher number of coins increases the potential payout.

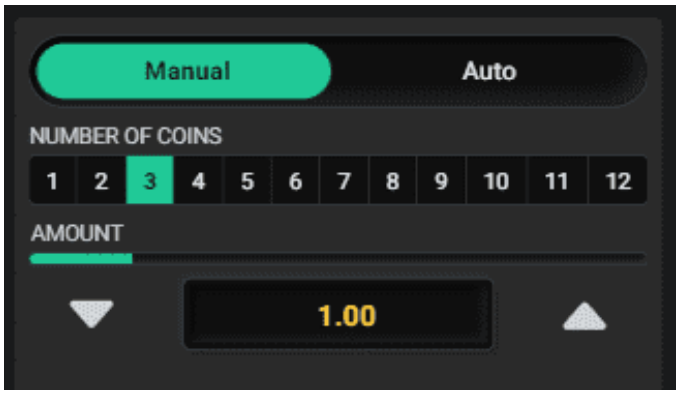
Place your bet and all coins will flip. If all coins land heads up, you will be awarded the total payout for that number of coins.

PAYOUT DISPLAY



Above the playing field are two bars with numbers. The left number shows the odds of winning. The right number shows the payout level (expressed as a multiplier of your bet) for the number of selected coins.

SETTINGS MENU



The number of coins is configurable in the settings screen. The minimum number of coins you can choose is 1, and the maximum is 12. The more coins you choose, the higher the potential payout of the game, but winning also becomes more challenging. You can configure the game to fit your own playstyle!

RETURN TO PLAYER

The RTP of this game is 98%. The RTP is deterministically calculated by a theoretical probability model. The RTP was verified by running 10,000,000,000 simulations.

The max win for this game is 4014 times your bet.

WAYS TO WIN

Flip at least 1 coin and land all coins heads up to win.

GENERAL

BALANCE
Your current balance is shown in the BALANCE display. Balance, bets and winnings are presented in the player's chosen currency.
BET
The current bet level is shown in the BET display. Change the bet by clicking on the arrows and choosing the bet level of your choice.
The allowed bet levels for this game are between €0.20 and €200.00.
AUTOPLAY
Using Autoplay will let you play a number of game rounds automatically. Press the AUTOPLAY button and choose a number of game rounds to initiate this feature. The remaining number of spins is displayed. Autoplay is stopped by pressing the STOP button.
ADVANCED AUTOPLAY SETTINGS
The Advanced Autoplay settings allow the player to set number of plays, total session lost limit and single win limit. The autoplay feature will stop when any of the selected limits are exceeded.

ADDITIONAL INFORMATION

In addition to the features described here, the bar on the bottom of the game screen displays the current balance in the chosen currency, the amount paid if a win occurs, and the amount bet on the last/current proposition.

INTERRUPTED GAME

In the event of disconnection, a previously started round that has been interrupted may be resumed immediately by starting the game again. The results of a completed round (where display of the visual result was interrupted) will only be re-displayed within the game for winning rounds, but all game rounds may be reviewed in Game History. Any amount wagered on an unfinished game will remain paused until you either complete the game or the game is void as a result of account inactivity or system maintenance. When an unfinished game is void, your bet

will be refunded to your account. Any awards earned on an unfinished round will not be credited unless you resume and complete the game. Winnings on unfinished game rounds where the player cannot further influence the outcome of the game will be automatically credited to the player's account after 1 day. Game rounds will never be affected by unforeseen external errors due to hardware, bandwidth, network errors or similar. Game rounds will be either stored and completed by the player at a later time or they will be closed and the wager will be refunded to the player. If an incomplete game round has not been resumed within 23 hours, the round will be rolled back and the wager will be refunded.

GAME HISTORY

The result of a completed game may be viewed in Game History immediately after closing the game window. Results of unfinished games are not displayed in Game History.

GENERAL TERMS AND CONDITIONS

- Misuse or malfunction voids all pays and plays.
- Any visual representation of a physical device (a reel, a wheel of fortune or similar) does not represent a "real" physical device and the probabilities of it stopping on any particular position is determined by the game's random number generator, and not the number of positions on each device.